



Augmented Reality in iOS: Building Apps with Sensors and Computer Vision

Alasdair Allan

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Augmented Reality has become one of the killer applications for the iOS platform. This book not only walks you through building a simple location-aware AR toolkit, but delves deeper still to look at computer vision and AR. By the end you'll be left with a set of tools and libraries that you can extend and reuse in your own projects and iPhone applications.

This short book is part of a collection that will, along with new material, be compiled into a larger book, iOS Sensor Programming. The other books in this collection are Geolocation in iOS, iOS Sensor Apps with Arduino, and Basic Sensors in iOS.



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